

YOUR ESSENTIAL GUIDE TO THE GREATEST NAME IN GAMING

ocean[®]

ISSUE 2
SPRING 1994

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of your
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INFERNO
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from D.I.D.



OCEAN SIGNS FIFA

PLUS

Soccer Kid

Clay Fighters

TFX

Rock'N'Roll
Racing

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ISSUE 2
SPRING '94

power up

Things are really buzzing right now up at Ocean's Manchester offices. Having finished 1993 on a real high with the smash hit versions of Jurassic Park, the crew behind some of the greatest names in world gaming dived headlong into 1994 by signing up some of the biggest names available — not only in the world of video games, but also stars of cinema, comics and television.

Perhaps the most exciting news of all, though, is that Ocean has snapped up the hottest range of sports games ever to hit any games machine by signing a deal with Electronic Arts to publish its EA Sports range on the Super Nintendo.

But 1994 isn't just going to be a good year for Nintendo owners — there are also a good few treats in store for computer gamers, with Inferno about to blast off on PC, and TFX almost ready to debut on Amiga and CD32.

So what are you hanging around here reading this for? Get stuck in to the rest of Issue 2 of Ocean Power — because this is where 1994 really begins. ■

THE POWER PLAYERS

Ocean Power © 1994 BASTION PUBLISHING

This wholesome issue of Ocean Power has been brought to you on behalf of Ocean Software by Bastion Publishing, 18-20 St. John Street, London EC1M 4AY.

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WELCOME TO
OCEAN POWER!



+++ TONS OF NEWS

- Mr Nutz
- The Shadow
- The Flintstones
- Jurassic Park 2
- Iron Angel



THE WINNING TEAM

So... what do you get if you cross the greatest name in gaming with the world's most innovative producer of sports sims? Easy! FIFA Soccer on the Super Nintendo!

Kick off to page **4** for the low-down

STARS COME OUT FOR OCEAN
Ocean joined the back-stage bash at the Smash Hits Winners party. Full details inside...



THE MAKING OF INFERNO

Two-and-a-half years in the making, and the most stunning space-sim ever isn't quite complete yet. The Ocean Power team bring you the inside story.



All the action you can handle. And then some.
From the greatest name in gaming, here comes...

Choplifter III	15	Clay Fighters	18
Rock 'N' Roll Racing	14	Soccer Kid	16
Fek! the cat	15	Road Rash	17
		TFX	19



HITS & MEMORIES

Ocean's Hit Squad is always busy sourcing the very best classic games. Check out their latest crop of releases

GET YOUR KIT OFF!

How would you like to win a footie strip of your choice? You would? You had better rush off to page



POWER PACKED



ocean®

Wins

The very best sports-sims on earth will soon be available on the Super Nintendo. Thanks to EA Sports and Ocean — If it's in the game, it's on the SNES!

Hold on to your joypads, sports fans, as Ocean has just signed an agreement with Electronic Arts, the team behind the top sports sim label EA Sports, which will bring some top names to the Super Nintendo — including FIFA

International Soccer, Mario Andretti Racing and NHL Hockey '95.

These three, which have already been massive hits for EA Sports on the Mega Drive, are only the first names to be announced in

what is expected to be a long-running agreement which will see Ocean bringing numerous Electronic Arts games to the Super Nintendo — and not just from the EA Sports range either.

The first EA Sports game to come to the SNES under the Ocean banner will be the eagerly-awaited FIFA International Soccer, which is on course for an early June release — just

September, Mario Andretti's Racing is already causing quite a stir among motor racing fans with its split-screen action and choice of Sprint, Stock and IndyCar racing.

In all, there are 15 tracks to be mastered in any one of three different modes — exhibition, circuit or career — and, for extra interest, all of the cars can be customised to the driver's taste. And



A whole new ball-game

If you thought that the EA Sports team couldn't improve on the quality of FIFA International Soccer, then think again — because this all-new Super Nintendo version of the hit game is packed full of new features and enhancements, including...

- Improved graphics.
- New player animations — including half-volleys and 'disappointment' sequences (players hanging their heads in shame, beating the ground and so on)
- A new power meter for precision passing.
- New crowd chants — 30 in total, which is 23 more than the Mega Drive version.
- Enhanced sound (featuring StadiumSound™).
- Reverse angle play.
- Slow motion replays.
- Man of the match awards.
- Simultaneous five-player action, using the EA Sports multitap.
- A complete demo mode — displaying all of the key features.



in time for the World Cup.

FIFA's blend of stunning animation and intricate gameplay has already proved its worth on the 16-bit Sega machine, where it was among the best-selling games in the run-up to last Christmas (rumour has it that it outsold its nearest rival, Sensible Soccer, by more than 20 to 1 in some shops!).

Now, with the addition of numerous enhancements (see left) it looks all set to be an even bigger hit on Nintendo.

Although it's not expected to appear in the shops until at least



EA SPORTS™

LETTERS

POWER LINES

NEWS

Whether you loved or hated the first issue of Ocean Power, you certainly had enough opinions on it — at least if the amount of letters we had through the door is anything to go by. Here are just a few...

WE'RE BACK!

Dear Ocean Power,
What a surprise it was to see your last issue arrive on the back of my usual games magazine. At first I thought that it would just be full of advertising and useless rubbish, but I was pleasantly surprised — the feature on the making of Jurassic Park was particularly good.

The one thing you didn't say, though, was whether there would be another issue, and if so, when? Well... how about it?

Jon Chapman, Staffordshire

Ask and you shall receive, Jonny boy. As you can see, your wait for the second issue of Ocean Power is now over. We are sorry that we are unable to say exactly when the next issue is going to be available, but rest assured that it will — we've already got a few hot stories up our sleeves, and we can't afford to keep them up there for too long, can we?

AS IT HAPPENS...

Yo Jamie dude!
Loved the last issue of Ocean Power — but can you make the next one a bit more happenin'?

DJ Jazzy Jeffrey, Orpington

'Yo Jamie dude?' 'A bit more happenin'?' What is this all about? And how can you be called DJ Jazzy Jeffrey and live in Orpington? If you mean that you'd like the next issue of Ocean Power to be a lively and informative look at the goings on at gaming's greatest hit factory, then here you have it. Other than that, I'm sorry but we can't really help you.

DINO DISASTER!

Dear Sir,
On page 13 of the recent issue of Ocean Power, you had a small piece in the bottom corner about the Tyrannosaurus Rex. In this piece, it said that the T-Rex "...can easily devour a man whole." How can this be? The mighty T-Rex and man never walked the Earth at the same time, so that sentence doesn't make any sense at all. Now, if it had read: "The T-Rex could easily devour a man whole..." then it would have made more sense.

Sorry to pick you up on this, but I felt that it needed to be said. Looking forward to reading your next issue.

Simon Bayliss, Stroud

Sorry Simon, we stand corrected... or do we? The paragraph that you refer to actually came from the Jurassic Park warden's training handbook — and in Jurassic Park those critters definitely can swallow a man in one go. That said, we look forward to receiving a copy of this issue through the post, complete with your red pen corrections.

WHAT'S IN A NAME?

Dear James Burroughs,
Just one quick question. If TFX really does stand for Tactical Fighter Experiment, then why isn't it called TFE?

Michael Dooley, Hereford

You're absolutely right Michael. And why too wasn't that wonderful Los Angeles-based motorcycle police TV drama called CHPs? And why is the Financial Times Share Index called the Footsie? I guess we'll never know.



Do you have something to say about this issue of Ocean Power? Or maybe about Ocean games in general? Or maybe even about the price of peas in your local Sainsbury's? Whatever it is that you want to get off your chest, get it off by writing in to: The Editor, Ocean Power, Bastion Publishing, 18-20 St. John Street, London EC1M 4AY. There's an Ocean game on offer to the best we receive, so don't forget to include your choice of game and games machine when you write.

like all the best motor racing games, this one is at its best when played by two players.

The final release in the first batch of Ocean/EA Sports tie-ins will be NHL Hockey '95, which is due to hit the streets in October. A continuation of the critically-acclaimed ice hockey game series, NHL '95 promises to be the best yet.

Watch out for more details on these and other great names in the EA Sports range in the next issue of Ocean Power. ■



Ocean Power

Stars Come Out for Ocean

While the crowds who gathered at the recent Smash Hits Poll Winners Party might have turned out to catch a glimpse of Take That and the rest, the major draw backstage was a bunch of Super Nintendos

which Ocean supplied to keep the pop stars occupied between appearances. Battling it out for control of the joypads were, amongst others, East 17, Bad Boys Inc. and the Urban Cookie Collective, who skinned their fingers with bouts of Mr Nutz and Jurassic Park.

Jurassic Park 2

So you thought that you'd cleaned up the park did you? Well think again, as Jurassic Park is about to come alive once again — and this time you won't even have Dr Alan Grant around to help you do the right thing and restore order from mayhem.

Coming your way later this year, Jurassic Park 2 is an all new adventure from the Ocean development team, which takes up where the original story left off.

Once again borrowing elements from both Michael Crichton's original book and Steven Spielberg's blockbuster movie (which will be released on video at the same time as this game), Jurassic Park 2 returns to the nightmare island for a second adventure — only this time the bad guys have taken over.

Disaster looms — and only you can stop it. However, as well as fighting off the attentions of vicious dinosaurs (and watch out, because the 'Raptors are a lot more cunning this time around), you also have to watch out for the ruthless human guards,

all of whom are out to stop your quest.

Do you have the guts to return to the park? Find out later this year, when Ocean launches Jurassic Park 2 for your Super Nintendo.



Shadow Play

Who knows what evil lurks in the hearts of men? Well actually, the lads and lasses at Ocean do, because they're currently working on producing the video game of what promises to be this summer's hottest movie — The Shadow.

Starring Alec Baldwin (Backdraft), The Shadow is the first cinematic outing for a hero who has appeared in more than 100,000,000 comics and magazines. The Shadow tells the involved story of a man with a dark and mysterious past, who lives in a world where no-one — and, come to that, nothing — is what they seem.

Now, in 1994, The Shadow lurks in New York. His foe is the most powerful villain on Earth — Shiwan Khan — who plans to dominate the world, enlisting The Shadow in carrying out his evil deeds.

The Shadow is due to emerge into the light on Super Nintendo this November.

Meet The Flintstones!

Yabba, dabba, doo! Ocean is all set to go clubbing, following the announcement that it has secured the rights to make the 'game of the film' of The

Flintstones — Hollywood's forthcoming tribute to the classic cartoon series, which will star John Goodman and Rick Moranis as Fred Flintstone and Barney Rubble.

Obviously delighted with the news, Ocean's marketing manger told us: "The movie looks set to be one of this year's box office stormers; the casting is perfect and the sets look brilliant. As Fred Flintstone knows, Bedrock can be full of fun and surprises — and we're going to make sure that the game is too."

Following on from its monster success with last year's prehistoric film tie-in Jurassic Park, and sitting nicely alongside its other major film licences for 1994, Addams Family Values and The Shadow (see left), Ocean is confident that The Flintstones will continue its tradition as the premier producer of film-related computer and video games.

The Flintstones are due to appear in a cinema near you soon, with the game following shortly after the credits roll...



Hit Squad Captures Cannon Fodder

Continuing its policy of picking up only the finest games available, The Hit Squad has signed up 12 top titles from Virgin Games, which will appear on the budget label from this month onwards.

The 12 titles include such classics as: Jimmy White's Whirlwind Snooker and its close relation Archer MacLean's Pool; Dune and Dune 2; Legend of Kyrandia; and Sensible Software's massive-selling comic strategy hit, Cannon Fodder.

All of the Virgin titles will be released on most home computer formats over the next few months. For further information on The Hit Squad and its line up of top budget games, turn to pages 20 and 21.

TAKE IT TO THE MAX!

He's young, he's hip, he's bright... and he has a remarkable talent for getting himself into trouble. He's Mighty Max!



Watch the skies

Always at the cutting edge of games development, Ocean is once again leading the way in creating games for Atari's all-new video games system, The Jaguar. Current work in progress includes two state-of-the-art arcade adventures: Apes, a surreal step into a world of humanoid primates, and Lobo, a mean ride through the hellish world of the US comic hero of the same name. Both games are currently on course for a Winter 1994 release.



Iron angel

Imagine a future not so far away. Imagine a state-of-the-art aircraft which operates as efficiently in outer space as it does in the air. Imagine the planet's fate is in your hands. Imagine Iron Angel.

In Digital Image Design's Iron Angel, even the sky is no limit, as flight simulation moves into the next generation with a program which has been described as 'TFX meets Inferno'.

Taking the controls of the most sophisticated flying machine ever, your mission is to prevent a nuclear holocaust. Whatever it takes — either flying across the face of the Earth, hovering above barren moonscapes or taking out SDI satellites — the annihilation must be stopped.

Iron Angel — the last word in 3D flight 'n' fight action — is winging its way to the PC, ready for a Summer take-off.

Ever since young Max found the long-lost cosmic cap (a remarkable piece of headgear which allows him to travel instantaneously from place to place) our hero has found himself involved in all sorts of adventures — most of which pit him against the evil Skullmaster.

Max's adventures have been wowing US television audiences since he first appeared in September of last year — and now, thanks to Lumiere Video, he's about to appear on small screens on this side of the Atlantic too.

Launched in the UK on March 28th, each video volume of Mighty Max cartoons retails for £9.99 and contains two 25-minute episodes of the TV series. In addition, each pack also contains an activity poster, an on-pack offer for the Mighty Max sticker collection (from Merlin Publishing) and a unique moulded case.

And as if all of this TV and video fame wasn't enough, Max is also due to become a video game star later this year when Ocean produces the first ever Mighty Max game.

But you, the readers of Ocean Power, won't have to wait that long to get your first taste of Max-style action, as Ocean and Lumiere Video are joining forces to offer you the chance to win one of five sets of volumes One and Two of the Mighty Max videos.

To be in with a chance of getting your hands on one of these five fabulous prizes, all you have to do is answer the following question:

This Max is Mighty, but which Max was Mad? Was it...

- a) Sylvester Stallone
- b) Arnold Schwarzenegger
- c) Mel Gibson



YOU'VE GOT THE



RAF OKs TFX

In order to produce the best games possible, Ocean needs to know as much as possible about you, the dedicated gamer. And what better way to find out than by asking you to talk about yourself?

So, if you can spare five minutes, why not fill and return in this questionnaire?

And if the chance to help the world's greatest games company isn't incentive enough to get you scribbling, we'll even offer the added bonus of one Ocean game for your choosing and an Ocean T-shirt for the first 10 names pulled from the postbag after the closing date.

So what are you waiting for? Sharpen those pencils and let's be hearing from you.

TFX, Digital Image Design's ground-breaking fight and flight simulation package, has achieved the ultimate accolade possible — it's been signed up by the RAF for use in its recruitment drive.

RAF designer Peter Batson requested a copy from Ocean, and was so impressed by the game's realistic graphics and testing gameplay that he decided to use it as part of the Force's travelling roadshow.

"With this simulation we can entertain the public at the same time as giving them an insight into what it will be like to be a pilot of the future," he says.

The RAF's roadshow is designed to educate the public as to the Force's activities, as well as to act as mobile recruitment centres. The incorporation of 'next generation' aircraft including the European Fighter Aircraft and the Stealth Bomber makes TFX an ideal part of the programme.



Tails You Win!

He's bad, he's bushy-tailed and he's back! That's right, Mr. Nutz, the squirrel with attitude who whipped up a storm on his Super Nintendo debut last year is coming back for more — and this time he's planning to get his over-sized teeth stuck into the Amiga scene too.

For his second adventure, Mr Nutz has gone out of this world — off to a distant (and watery) planet where each and every island holds a new store of trouble.

This is no holiday though, as Mr. Nutz is once again called upon to save the day - as the planet has become the target for a greedy bunch of aliens who are all set to strip it of everything of value.

But enough of this scene setting — watch out for Mr. Nutz's continuing adventures, which are due to begin again, on Super Nintendo and all Amiga formats, in November.



1 Name

2 Age

3 Address

4 Which computer mags do you read?

5 Which is your favourite?

6 What is your favourite type of game?

- | | |
|--------------------------------------|---------------------------------------|
| <input type="checkbox"/> SPORTS | <input type="checkbox"/> RACING SIM |
| <input type="checkbox"/> BEAT-'EM UP | <input type="checkbox"/> SHOOT-'EM UP |
| <input type="checkbox"/> PLATFORM | <input type="checkbox"/> STRATEGY |
| <input type="checkbox"/> ARCADE ADV | <input type="checkbox"/> RPG |
| <input type="checkbox"/> FLIGHT SIM | <input type="checkbox"/> ADVENTURE |

7 What most influences your decision to buy a game?

- ☐ REVIEW
☐ ADVERTISING
☐ RECOMMENDATION
☐ OTHER (PLEASE STATE)

8 Which game machines do you own?

9 Which would you most like to own?

- | | |
|---------------------------------------|--------------------------------------|
| <input type="checkbox"/> ATARI JAGUAR | <input type="checkbox"/> GAME GEAR |
| <input type="checkbox"/> SEGA SATURN | <input type="checkbox"/> GAME BOY |
| <input type="checkbox"/> SONY PSX | <input type="checkbox"/> NEO GEO |
| <input type="checkbox"/> MEGA DRIVE | <input type="checkbox"/> 3DO |
| <input type="checkbox"/> SNES | <input type="checkbox"/> MEGA CD |
| <input type="checkbox"/> CD32 | <input type="checkbox"/> AMIGA A1200 |

10 How much, per month, do you normally spend on games?

- | | |
|----------------------------------|--|
| <input type="checkbox"/> £10-£20 | <input type="checkbox"/> £40-£60 |
| <input type="checkbox"/> £20-£40 | <input type="checkbox"/> MORE THAN £60 |

11 Which is your favourite television channel?

- | | |
|--------------------------------|--|
| <input type="checkbox"/> BBC 1 | <input type="checkbox"/> ITV |
| <input type="checkbox"/> BBC 2 | <input type="checkbox"/> CHANNEL 4 |
| <input type="checkbox"/> MTV | <input type="checkbox"/> OTHER (SPECIFY) |

12 Where do you normally buy your games?

- | | |
|-------------------------------------|--|
| <input type="checkbox"/> DIXONS | <input type="checkbox"/> ARGOS |
| <input type="checkbox"/> COMP SHOP | <input type="checkbox"/> RUMBELOWS |
| <input type="checkbox"/> WOOLWORTHS | <input type="checkbox"/> BOOTS |
| <input type="checkbox"/> WH SMITH | <input type="checkbox"/> HMV |
| <input type="checkbox"/> VIRGIN | <input type="checkbox"/> OUR PRICE |
| <input type="checkbox"/> TOYS'R'US | <input type="checkbox"/> FUTURE ZONE |
| <input type="checkbox"/> GAME | <input type="checkbox"/> OTHER (SPECIFY) |

13 Which non-games magazine(s) do you read?

- | | |
|---|--|
| <input type="checkbox"/> COMICS | <input type="checkbox"/> LOOK-IN |
| <input type="checkbox"/> SHOOT! | <input type="checkbox"/> JUST 17 |
| <input type="checkbox"/> MATCH | <input type="checkbox"/> VIZ |
| <input type="checkbox"/> SMASH HITS | <input type="checkbox"/> WHAT'S ON TV |
| <input type="checkbox"/> LIVE & KICKING | <input type="checkbox"/> OTHER (SPECIFY) |

Completed questionnaires (or photocopies if you don't want to damage your magazine) should be sent to **POWER QUESTIONNAIRE, BASTION PUBLISHING, 18-20 ST. JOHN STREET, LONDON EC1M 4AY**, to arrive no later than Friday April 29th

THANKS FROM

ocean

The first
Ocean game
to be designed
with CD-ROM
as its 'lead'
format...

PC STRATEGY-SIM

FEATURE

Towering above the rest-

INFERNO

Zip up your flightsuit, you're going on a journey. Ocean's new CD-ROM space-sim *Inferno* will take you places your imagination never told you about. But *Inferno* didn't happen over night. Tim Green takes up the story...



Gary Bracey has flown a few 'missions' in his time. But he's struggling to think of any to quite match *Inferno*. As Ocean's software director, Gary's been involved in over 500 projects. Since they've all ended up in your local store as fully realised games, he can justifiably claim to be something of an expert in the field.

But for him *Inferno* is special. "I've been working on it for two and half years," he says, "and in that time I've watched it grow and evolve into one of the most ambitious games the industry has ever thrown up. It's different in countless ways. There are so many fresh elements to it. But in the end

Inferno is greater than the sum of its parts."

Make no mistake, *Inferno* is state-of-the-art. Ultra-smooth graphics, eye-popping 3D modelling and gripping gameplay make this space-sim look like a trillion dollars and every other space-sim look like a bus journey.

Inferno takes place in a galaxy under siege by the evil empire of the Rexxons. As mankind's greatest pilot you must lead the human counter-charge and save your race.

It's not going to be easy. There are over 700 possible missions to undertake with seven planets, three moons and even an asteroid field to navigate on your way to glory. *Inferno* is simply huuuuge. After years of promise here is a game which actually realises the potential of CD.

And there are three ways to play it: The 'Evolutionary' choice hands you the task of building your mission with your own wits; The 'Director's Cut' guides you through the most visual, cinematic route; while 'Arcade' gives you the chance to restart missions as you get used to the demands of the game.

All this plus a spectacular digital soundtrack and a bundled graphic novel makes *Inferno* a unique prospect for serious gamers everywhere.

The question is, how did *Inferno* get to be so unique?

For the answers you have to go back to the genesis of the game back in 1991. Ocean had just completed *Epic* in partnership with the games developer Digital Image Design. This vast space-sim was a great success which received the acco-



See The Making of Inferno...

...with your own eyes, by picking up a copy of Ocean's absorbing and informative 26-minute video which details the work that went into DID's latest space epic. To get your hands on this exciting collector's item, simply send a cheque or postal order for £2.50 (to cover postage and packaging) made out to Ocean Software to: *Inferno* Video Offer, Ocean Software, 2 Castle Street, Castlefield, Manchester M3 4LZ. Don't forget to include your full name and address, and please allow 28 days for delivery.

Below: DID's *Inferno* team hard at work; a shot taken live from Ocean's video.



Make no mistake, *Inferno* is state-of-the-art!





"Inferno's simply huuuge," says Ocean's software director Gary Bracey.

An aeronautics professor was one of many experts drafted in to realise the project.



The Rexus alien creatures were drawn by computers, but based on real models made with old footballs and Coke cans!

The space-sim that makes all others look like a bus journey, Inferno is state-of-the-art, with ultra-smooth graphics and eye-popping 3D modelling.



lade of a place in the 1992 Amiga Christmas bundle. Commodore wanted to show new owners just what the Amiga was capable of. Epic was the 'man' for the job. Hundreds of thousands were sold.

Epic introduced the villainous aliens of Inferno to the world for the first time. The Rexus, with a face like the proverbial smacked arse, wasn't pleasing on the eye but he was a great nasty.

Inferno gave DID and Ocean the chance to resurrect him. But to call it a mere sequel wouldn't be telling the whole story — like calling the Premiership the new First Division. The first one was good, but this is a different league.

Both parties decided this 'sequel' held all sorts of possibilities. "There was so much more we wanted to do in Epic but time and technology prevented us from doing so. We were determined that with Inferno we would hold nothing back. The finished result includes everything we set out to achieve. It's the definitive space-sim," says Gary.

The first action was to come up with radical ideas. DID's managing director Martin Kenwright takes up the story: "We sat down and had a brainstorm where everyone threw their freshest ideas around to make Inferno really original. Then we studied every idea saying 'can we do it' with each."

DID looked at what it had after that session and realised it was potential dynamite. Inferno was growing into a 'once in a lifetime' project and it needed the best crew to make it real. So, seven coders, four 3D graphic artists, four artists, an aeronautical engineer and even a professor of aeronautics were drafted in. For two-and-a-half years there were at least 12 people working on Inferno at any one time.

The key to its spectacular gameplay and SFX lies with its 3D engine, a technique pioneered by Martin Kenwright seven years ago and first used so memorably on the classic flight-sim F-29. Then, of course, the 3D Engine was designed for use on Atari and Amiga machines, but for Inferno, and its twin project TFX, DID improved the technology and established the PC as its main programming platform.

Bracey explains how the 3D Engine works: "Inferno is a 3D game. You don't move along it meeting sprites on the way, you move through it and everything you encounter is generated by the computer in 'real time'. If you're moving towards a mountain, for instance, the mountain won't be something that the computer has stored in its memory, it will be created by the software according to the speed and the angle of your approach. So will the clouds above, and the enemy aircraft to your right. This means that the 3D engine generates a screen according to the actions of you the player. Nothing is predetermined."

But this is just scratching the surface. One of DID's brightest stars is its art director/games designer Shaun Hollywood. His background is film and TV (check out those Grange Hill credits) and his know-how was just perfect for DID's most cinematic projects. So he set about making Inferno like it was a movie — with storyboards, models and script conferences. Everything, in fact, except for an overpaid star who wouldn't come out of his trailer.

Shaun says: "This was the first game I'd worked on which really allowed me to put down my ideas on design. I wanted true visual sophistication — and that's why in many ways this was as much like making a film as a game."

Part of Shaun's task was to make the Rexus vivid and consistent throughout the game. To achieve this he needed a bank of extremely powerful PCs, skilled programmers, some footballs and, of course, a few coke cans.

For distant shots the Rexus are computer-generated, but close-up they are a combination of graphic programming and simulated real models. That's real, warty, green, ugly models. And this is where the footballs and the cokes come in. "I'm not a sculptor myself, so DID designer Rob Ball had to improvise until we found the look we wanted," says Shaun. "The old footballs helped create the fleshy head, while the cans put a few bumps in the neck." Even the Rexus can get a lump in their throats now and again.

This warty look was important because The Rexus aren't just the bad guys, they're also the fall guys. Shaun reckons it's important to inject a little comedy into any game: "Because you don't want to disappear up your own backside."

Cometh the hour, cometh the Rexus. Their internal squabbling can be very amusing as, after a disastrous mission, some hapless (hopeless) warrior has his squidgy head squashed through his squidgy trunk.

Thanks to Shaun's powers of invention, Inferno looks like nothing you've seen before. But we all know about that old Buddhist saying — huge scope plus flashy visuals equals no gameplay. Well... not this time. Ocean and DID spent months perfecting a gameplay the project deserved.

For starters they took on board criticisms of Epic and set them straight. Not enough missions? This time there are over 700. Gameplay too linear? This time the game evolves around your destiny alone. And here's one for the real buffs. Fly to

Inferno incorporates over 750,000 lines of code and took 60,000 man-hours to complete.



Meet the Alien Sex Fiends...

Alien Sex Fiend's motto is 'expect the unexpected'. It's what they've been saying to their fans ever since the early eighties, when they first emerged from the punk scene to pioneer the noisy poetry that became known as Goth.

But 12 months ago it was the band's turn to receive a dollop of the unexpected stuff. "How do you fancy writing the soundtrack for a computer game?" was the gist of a phone call from Cocks Randall, a music agency. Unexpected news indeed for a band whose knowledge of gaming was limited to Mrs Fiend twiddling with a Game Boy in the back of the tour bus.

But the idea captured their imagination and they agreed immediately. The result is 45 minutes of complex, beguiling music which not only enhances *Inferno*, but also does it in a style which is utterly different from any other soundtrack you've heard.

ASF, as they are now known, bring 11 years of gigging and studio experience to their latest adventure. There are just two of them now — that's Nik and Mrs Fiend, believe it or not — although in their time they've also found room on the tour bus for some colourfully named band members. Check out Yaxi, Johnny Ha Ha and Rat Fink for starters. And they've had the song titles to match. Choose your favourite from I'm Doing Time In A Maximum Security Twilight Home, Here Cum Germs, Stuff The Turkey and Now I'm Feeling Zombified. My vote goes to Drive My Rocket Up Uranus.

These titles show that ASF delight in avoiding the mainstream — which is exactly why Ocean and DID chose them.

Inferno was synthesised on computers, despite Nik's constant urge to pick up a guitar and chuck in a few chords. With the help of Ocean's own in-house musician Barry Leitch the Fiends got

used to controlling the game their task became easier. "I learned how to control

a 3D space ship and it really helped me understand how to blend the music with the game — how to make it sinister when you're approaching the aliens, or euphoric when you take off into the sky," says Nik.

After five weeks of hard work, *Inferno* was complete. The feeling was a strange one. "I felt like a director more than a musician 'cos we were composing on computers. It was like being a football manager on the sidelines!" he says.

Inferno wouldn't be the same without its music. But if you want to relive your epic journey after your PC is unplugged you can. *Inferno* will soon be available on CD, remixed by cult producer Youth, on Wow Records.



Top: driving their rocket up Uranus, ASF in full stage regalia. Above left: despite appearances, Nik didn't pose for a Rexxon modelling session (picture from the video).



***Inferno*'s soundtrack will be released on audio CD, remixed by top producer Youth.**



the Asteroid Field and you'll find the 'wasteland' called the Sargasso Sea. In *Epic*, gamers complained they couldn't get inside the mothership. Well, here it is. Climb aboard!

Shaun and company wanted to put all sorts of classic gameplay elements into every mission. "In every installation you have to outwit and battle aliens, so that's a shoot-em-up element," he explains. "But there's also a time limit, so it's a race against the clock too. You can see the aliens' location in the corner of the screen, which gives a 'Pac Man' flavour, and for a strategy element there are maps and clues to find — you'll be busy."

As the game shaped up, Ocean and DID realised that it was unique in many ways. They also recognised that this uniqueness should carry throughout the project. "I wanted *Inferno* to be a completely unified package," says Shaun.

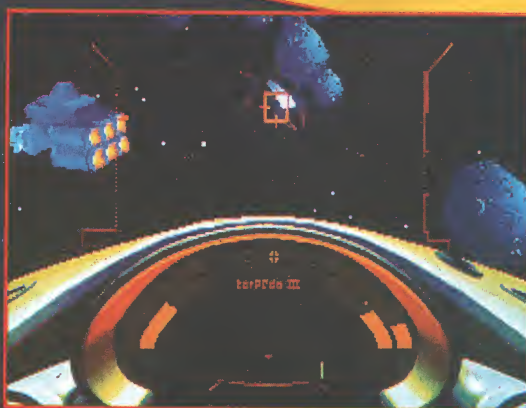
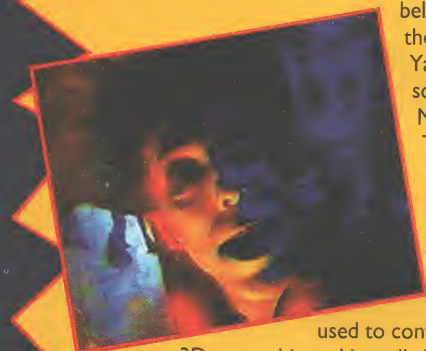
So first music. Gary Bracey talked to Ocean's in-house musician, Barry Leitch, about coming up with something a bit different for *Inferno*. His first thought was to use a 'real' band. His second thought was Alien Sex Fiend.

Admittedly ASF, as they are now known, are one of Barry's favourite bands. But he recognised that their mix of the mysterious, the bizarre, the darkly funny and the downright odd (yeah, they're a Goth band) was just right for a futuristic project with repulsive green aliens.

The collaboration was strange, if enjoyable, for Barry. "Normally someone says 'write a soundtrack' and I go away and do it," he offers. "This time I had two more heads to handle saying 'no, don't do it that way, do it this way!'"



ASF's Nik and Mrs Fiend discuss *Inferno* over a pot of Ocean tea, in the video of how the game was made.



Hidden deep inside the Asteroid Field in *Inferno* is the original mothership from Ocean's *Epic* space-sim — the trick is to find it...

Shaun was impressed by ASF's enthusiastic attitude: "I think some other bands might have wanted to shape the music to their own image, but ASF were happy to listen to us and tailor their ideas to the game. Almost at once they were as excited about *Inferno* as the rest of us." He knew ASF were the right people when he sent them a tape of classic sixties TV themes for inspiration and they called back to say they'd been listening



No deaths in the graphic novel

Shaun Hollywood and Sean Phillips have known each other for 10 years. They studied together, each nursing a dream to conquer their chosen profession. Have they done it? What do you think?

Today Shaun is art designer for DID, the man responsible for Inferno. Sean meanwhile has become one of the giants of the UK comics scene by working on, among others, 2000 AD. In a way he is Judge Dredd.

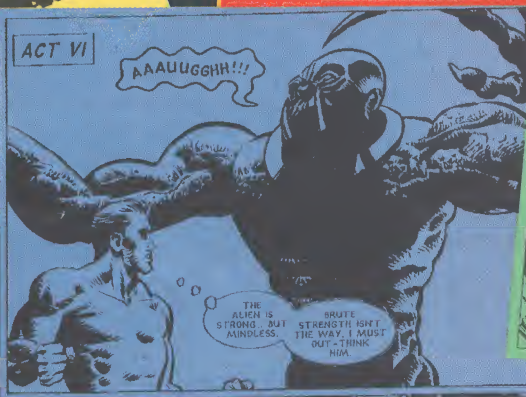
When Ocean and DID decided a graphic novel would be the finishing touch for Inferno, Sean was their first thought. He didn't hesitate. "Shaun asked me to draw them the story of what came before the game. It seemed an original way to set the scene — much better than doing it in the manual," he says.

Sean was asked to concentrate on specific areas. He needed to flesh out the characters to give gamers a real sense of the drama behind the battles to come. And more importantly (moral guardians will love this) there were to be no deaths. He says: "If I killed off the characters there wouldn't be a game would there?"

Sean has a number of drawing styles. After various script meetings he decided a classic comics style suited Inferno The Graphic Novel best. "The characters are typical of comic strip classics — a blond hero and a bunch of ugly aliens. So I drew it as clean as possible. I made a conscious decision to make it that way, kind of like a tribute to Dan Dare and that whole period."

Well, we've all got a weakness for the classics. And with Inferno destined to become one, what could be more fitting?

Above: in the video you get to see how Shaun and Sean developed the characters and drama for the Inferno graphic novel, a few examples of which are shown here.



to the same stuff all along.

The results are staggering. If ever a soundtrack enhanced the experience of a game this is it. It's 40 minutes long but divided into 18 sections reflecting a particular area of the game. If you're inside a mazy alien installation, expect brooding unsettling sounds; if you're flying through distant galaxies, expect to hear cosmic wonder and if you're laying into some alien thug expect something a tad noisier.

The music sorted, Ocean and DID looked around for something else to add value to the game. They wanted gamers to understand the background to Inferno. Who are the Rexxons? Why must they be stopped? Who's gonna do it? One option was to put a few lines of text on the screen. But that would hardly have done justice to the spectacular stuff to follow.

Then came another brainwave. Comics. Shaun Hollywood got in touch with his old mucker Sean Phillips (he of Judge Dredd fame) and asked him to start work. One year on, Inferno had its own graphic novel.

The project was nearing completion — and as it did, so it was time to bring in those guys you love to hate... the games testers. They play, the company pay. Makes you sick.

But actually it's not as clear cut as that — these

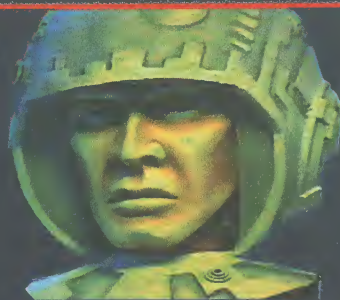
boys have a serious job to do. Gary Bracey explains: "They may get into the game but if there's a bug on level two, say, they have to play that level over and over again. It can be extremely tedious. But there is a great responsibility to make the game as flawless as possible when it goes into the shops."

And it's not just a question of finding bugs either. Testers are also told to throw the joystick across the wall, smash their hands down on the keyboard — anything to make it crash.

Soon, however, even that destructive task will be complete, and then the only job left will be for the daring space pilot to strap himself in and go in search of the Rexxons.

Are you up to it?

● Inferno will be available on PC CD-ROM and disk formats from June. Amiga CD32 and A1200 versions will follow later in the year.



There are over 700 missions to complete — and an average mission may take up to 70 levels!

WIN!
FOOTIE KIT



Get Your Kit Off*



**Any Team Strip
Of Your Choice**

**Or One of 10 Signed Footballs
In This Great Free Competition**

COMPETITION



The editor's decision is final and no correspondence will be entered into. Which means that we decide who's the winner and you don't. The only other rule is that no-one who works for Ocean, Electronic Arts, FIFA, Impact Editions or BT can enter (okay, so we're lying about BT).

That's right, to celebrate the imminent launch of FIFA International Soccer on the Super Nintendo, Ocean is offering the fabulous prize of one complete footie strip to the winner of this easy to enter competition.

So, whether you want to look like David Platt in a dashing Sampdoria outfit, Eric Cantona in the red of Manchester United or even John Aldridge in the... erm... distinctive white, blue and green of Tranmere Rovers, this is your chance, as one lucky winner is going to walk away with the shirt, shorts and socks of the team of his or her choice. Who knows — you might even look as cool as Ocean's other footie fanatic — Soccer Kid!

You want more? Alright then... the next 10 names out of the hat may not be dressed for

the part, but they will have one far more important accessory for a good game of footie - a full-sized, signed leather football.

All you have to do to stand a chance of winning is answer one simple question - in fact, this question is so simple that even Graham Taylor would have a decent chance of getting it right.

And here's the question...

In the Wembley confrontation between England and Poland, who scored England's three goals? Was it...

a) Les Ferdinand, Paul Gascoigne and Stuart Pearce?

b) Gary Lineker?

c) Phil Neal, Graham Taylor and Lawrie McMenemy?

Difficult one eh? But if you know the answer, pop it on the back of a postcard and send it to 'Do I not like that!', OCEAN

POWER, Bastion Publishing, 18-20 St. John Street, London EC1M 4AY.

Don't forget to include your own name and address, telephone number (if possible), your age, your usual games machine and kit size. The closing date is April 29th, and as there's no extra time in this competition... Any late entries will go straight in the bin!

And that's about it really, except to say that football is a game of two halves, the league is a marathon not a sprint and it's not a matter of life and death, it's much more important than that...■

The winner of the competition in Issue One of Ocean Power was Mr D.A. Compton of Richmond, North Yorkshire, who will now be able to enjoy playing every Ocean game on his PC for the whole of 1994. Congrats, D.A., and happy gaming.

*Off us that is!



14 ROCK 'N' ROLL RACING SNES

IN-DEPTH

ROCK 'N' ROLL RACING

Are you ready to rock?
I said are you ready to
ROCK? ARE YOU READY TO... eh?...
you what? You heard me the first time? Oh, right.
Better turn the stereo down then, I s'pose...



If you like driving insanely fast cars in a foolishly dangerous fashion, and enjoy listening to loud rock music while blasting other unsuspecting road-users from the tarmac with viciously explosive weapons, then here's the bad news: It's illegal!

But if you're a SNES owner with these interests in mind, then sit tight, buckle-up and prepare yourself for the ride of your life — Rock 'N' Roll Racing is here, and you can't get arrested for playing it!

With six of the sleekest speed machines in Console Land to choose from (each boasting its own unique handling abilities), and the same number of demented drivers to put behind their steering wheels (both human and alien!), Interplay's latest off-the-wall off-road racing spectacular offers players a huge variety of driving combinations — but the decision-making doesn't stop at the starting grid...

Should you, for example, try to pull out swiftly and smartly so you can overtake that geezer in front of you? Or would a well-aimed homing missile up his tail-pipe

enable you to push ahead just that bit quicker? In Rock 'N' Roll Racing, it really doesn't matter if the car in front is a Toyota or not; with enough firepower it'll be a smouldering wreck in seconds anyway!

Rock it to 'em!

A variety of different planets play host to the wackiest collection of racing tracks console owners have yet clapped eyes on — from deserted deserts to wickedly winterish landscapes, they all zip past way too fast to sit back and goggle at. And they're all ably supported by an alarmingly lethal array of traps and perils, so budding Rock 'n' Roll Racers had better keep their



eyes peeled while riding the road to glory.

Win a race and you get the chance to splash out your prize money on a number of add-ons (none of which you'll find in your local branch of Halfords, so don't bother dragging your dad down there in the hope he'll soup-up the family saloon and become a head-banging speed king). A Plasma Rifle will do away with even the stiffest-lipped opponent, while a set of spangly Jump Jets enable the player to literally fly ahead of the pack.

Other value-added additions on offer include Slip Sauce, Hydro Springs and Armour Plating — all of which are in addition to your chosen vehicle's on-board assets.

Each race is accompanied by a 'live' commentary from the over-excited Larry 'Supermouth' Huffmann (a real-life US race commentator, no less!), who keeps the seat-edge suspense spilling into overdrive lap after lap.

A split-screen two-player head-to-head option doubles the fun, while the possible combinations of vehicles and drivers means that even the most jaded boy racers will find a lasting challenge. But there's so much more to Rock 'N' Roll Racing than meets the eye. In fact, it's what meets the EARS that brings the biggest surprise! Boasting a soundtrack made up entirely of heavy metal classics such as Born To Be Wild and



Bad To The Bone, each track is reproduced in ear-numbing clarity which really helps the races go with a bang (plus the odd wailing guitar solo).

A wild ride from start to finish, there's just no topping the thrills 'n' spills on offer in Rock 'N' Roll Racing. ■

POWER POINTS

SOUND
The best-sounding SNES cart in town — and if anyone tries telling you different, just crank up the volume and ignore 'em!

GRAPHICS
Bold, bright and colourful — the chunky cars match the twisted tracks perfectly. Even the presentation screens are enough to put most other race games to shame.

GAMEPLAY
Simply poetry in motion. But who wants to wander lonely as a cloud... when you can tear round a race track blasting enemies to hell and back instead?

OVERALL
The craziest racer around, featuring hours and hours of fast-paced race-and-chase antics...



Eek! The Cat

One of the most popular cartoon characters in America is set to make his UK debut in this pristine platform puzzler from Ocean.



Take one crazy cat, place him in a graphically-stunning environment, set a few testing little traps for him to negotiate and hey presto! What you end up with is an addictive, brain-busting platform puzzler with more flash than a dozen soap powder commercials!

Created by the severely-talented Savage Steve Holland (his T-Shirt designs are currently the hottest property on the market, and he also directed the smash hit comedies *Better Off Dead* and *One Crazy Summer*), Eek The Cat has taken our cousins across the Atlantic by storm. And no

small wonder... Possibly more popular than even the irrepressible Bart Simpson, Eek's awesome antics have to be seen to be believed. If you're a SNES owner, though, not only will you soon be able to get acquainted with the tubby feline before the rest of the Nation — he's not scheduled to appear on British TV until much later in the year — but you'll also be able to take the cuddly critter under your own control!

The cat's whiskers!

Putting a wide array of moves at your disposal (plus a handy weapon with which to batter assailants), the game calls for the application of a whole host of skills, from accurate timing to puzzle solving. You'll need to be a real multi-talented expert if you're ever going to get to the NintEND-o! ■



Eek The Cat SNES



IN-DEPTH

POWER POINTS



Great tunes and hilarious sound effects will have you tappin' your toes in no time at all...



Lush, detailed backgrounds set off the foreground action perfectly. Eek himself is brilliantly drawn, and animated easily as well as his cartoon counterpart.



With so many different elements incorporated, this one will test your gaming skills to the maximum — tough, but not impossible.



A fantastic platform puzzler that'll keep you all night if you're not careful — so take care, won't you?!

CHOPLIFTER III SNES



Simple ideas are always the best, and if this remake of an arcade classic is anything to go by, then there's never been a truer adage. Simple? Sure. Simply stunning!

Among the bog-standard Space Invader clones and Galaxian rip-offs of yesteryear lurked a straightforward little affair called Choplifter. An unassuming blast, the game involved piloting a miniature helicopter over a series of progressively

more hostile landscapes, doing away with any enemy forces encountered on the way to rescuing stranded prisoners of war.

While the action itself seemed simple enough, anyone foolhardy enough to slam spare change into the machine's coin slot would soon discover that all thoughts of a quiet evening in front of the TV were soon forgotten. It was that addictive!

Crash, bang, POW!

While bringing the game bang up-to-date in the sound and graphics departments, the programmers of Choplifter III have wisely decided to leave the original gameplay largely intact. Four large levels are each split into four smaller sections, giving a total of 16 increasingly tough terrains over which to hover. The classic simplicity of this game has certainly not been spoilt by progress. Choplifter III is a top-notch tactical shoot-'em-up that you can't afford to let fly by. ■



POWER POINTS



Boomtastic special effects will worry your neighbours no end — so crank up the volume, and prepare for battle!



Smooth eight-way parallax scrolling and beautifully textured backgrounds set the scene well — and the end-of-level muthas ain't too shabby either!



If you've played the original arcade version you won't be disappointed — but if you've never heard of the game, then you're really in for a treat!



A blast and a half from the past gets a new lease of life — and what a simply stunning resurrection! Worth holding a small South American country to ransom for...



**SOCCER KID
SNES**



SOCCER KID

Since the very start of the console boom, two types of game have dominated the scene: Platform romps and Football sims. Now if only someone could work out a way to combine them... What? You mean Ocean has!

It was as inevitable as the sun coming up (or the ref's whistle blowing) when you stop and think about it. With a mind-boggling array of platform extravaganzas available for the SNES, and a whole terrace-full of footie games cropping up, someone, somewhere, was bound to join the two together. And luckily for us, the boyz at Ocean done good, Brian!

The story is straightforward: a villainous alien called Scab has gorn and 'ad it away wiv the world cup. Scarpering in a Scab-type fashion with his ill-gotten gain, Scab is so smug he forgets the first principles of navigation. As a result, his space ship collides with an errant asteroid, bringing an early end to his trophy-taking antics. Like

with a football at your feet. Run, jump and bicycle-kick your way around London's West End in the England section, take care not to ruin your best kecks while scrambling over ancient Roman shorts in Italy, ride the world famous bullet train in Japan, cop an eyeful of the KGB headquarters in Russia's Red Square and chill out on the beautiful Californian

useful ball as this one. You can use it as a weapon against approaching foes, as a platform to reach inaccessible areas — or even as a puzzle-solving device!

Take your time trying out the various moves on the early levels until you feel confident that your footwork won't let you down in an awkward spot, then dribble your way to victory.

This is one kid who's got all the right moves. In fact, the lad looks like he regularly tucks into at least three Shredded Wheat of a morning. 110% and nothing less! ■



beaches in the USA... avoiding all manner of colourful local characters as you go.

Each country is liberally littered with traps and trouble, and it's your job as the irrepressible Soccer Kid to safely negotiate each territory in order to reclaim the cup (better than England's chances, then, at least).

Sadly, the fragmented trophy isn't just lying about waiting to be collected — a total of eleven football cards must first be located on each level before access is granted to the end-of-level bonus games. Win these, a piece of the cup is awarded and you're 20% closer to completion.

Put the boot in!

You're not going to get anywhere until you've mastered ball control, though. Whereas in most games of this type weapons need to be collected or baddies bounced upon and biffed if a path is to be cleared, here your ever-present football is the key to progress. And you've never seen such a

POWER POINTS



A catchy little ditty will have you chanting away like a true supporter, while the spot effects are, well, spot on!



Each of the countries boasts its own unique graphical style, perfectly reflecting the location, and the animation is superb...



Easy to get to grips with, difficult to master — this is one platform romp that will still be played long after the England squad's summer single!



Appealing to both footie and platform fans alike, the engaging gameplay and quirky humour make this a 'must have' cart for anyone's collection...

Granny always said, 'as you sow, so shall ye reap' and Scab gets all he deserves.

Trouble is, though, the Cup is smashed into five pieces in the crash, each bit miraculously falling to Earth and landing in a different footy-mad country! And where would we be without the World Cup? Someone's got to pick up the pieces, for the good of the game...

This is a regular Thomas Cook itinerary, and what's more, you get to travel the globe



ROAD RASH GAME BOY



IN-DEPTH

ROAD RASH

Getting punched in the face as you hurtle along the highway on your gigantic 1100cc motor bike can be a nuisance, can't it? What? You mean you've never suffered that particular misfortune? Ha! You haven't lived, mate!

Picture the scene. It's a warm and sunny Summer afternoon and you're out for a spin on your brand new motor bike. The wind whistles through your hair and the highway stretches out majestically before you like a gleaming silver ribbon. The biker's life is the one to lead...

Suddenly, in your rear-view mirror, you see another rider approach. Checking your speedo you notice that you're currently doing over 120 miles per hour, and that biker behind just so happens to be a speed cop! And he's coming up fast.

Oh no, disaster! What to do? Should you slow down respectfully, pulling over to the kerb before stuttering 'my throttle's jammed, officer, honest - and that's a mighty fine bike you're riding there sir if you don't mind me saying so'? Maybe he'll let you off with a warning? Nah, too boring. Your best bet is ease off on the acceleration until he catches up, wait for him to pull up alongside — then punch him right in the mush and take off before he knows what's hit him!

Oh, the joys of computer games, eh?

Every day, in every country, hundreds upon hundreds of seemingly mild-mannered motorists dream of doing just that. But not only is it prohibitively dangerous, it'll also land you in jail. (And the coppers in hospital, no doubt. Nasty way to do things).

Unpleasant fantasies that fortunately rarely become reality. But now Game Boy owners the globe over can live



out their boy-racer fantasies in a bike racing game that certainly does throw a few punches!

Hit the road, Jack!

With races set over five gigantic street circuits, the aim of the game is to come first at all costs. Cash prizes are awarded for winning places in each race, enabling 'Rashers to increase their chances in the next race by buying better engines, grippier tyres — or even a whole new bike!

Opposition is stiff, however, with a whole host of would-be Bike Mart shoppers just itchin' to unseat the unsuspecting. Don't fret if they're just that bit faster than you at first, though, simply stick the boot in as they whizz past in order to keep hold of that coveted pole position.

Yes, to succeed you need much more than sound riding skills. Violence is the name of the game here — and the faster they are

the harder they fall. Punch, kick and out manoeuvre the other riders for a crack at the jackpot... but watch out for those kill-joy speed cops (speeding tickets are expensive, and much less fun to play with than a spankin' new mega machine!)

Hazards don't only come in the way of officers of the law, however; oil and water spills can put you into a nasty tail spin if you're not careful, while stray farm animals make an awful mess if they wander too far onto the road... and there are plenty of other road users clogging up the raceway. Locked inside their metal cages on wheels. Don't they know there's a race on?

With some of the slickest scrolling ever seen on Nintendo's hand-held marvel, and superbly detailed riders to punch lumps out of, Road Rash is a thrill-a-minute blast not to be missed. Live the dream. ■



SOME OF THESE JERKS WOULD RATHER FIGHT THAN RACE. WATCH YOURSELF OUT THERE.

POWER POINTS

SOUND
The sound capabilities of the Game Boy are hardly earth-shattering — so luckily the game's theme tune is neat enough to prevent gamers from getting driven round the bend!

GRAPHICS
Just THE best scrolling you're ever likely to witness on the mini green screen — with some fine animation thrown in for good measure.

GAME PLAY
Certainly too difficult to complete in an afternoon — you're going to have to practice throwing punches perfectly before you'll get anywhere near the final chequered flag...

OVERALL
A heart-pounding racer with enough fisticuffs to keep most ardent beat-'em-up fans happy. An odd mix of styles, but one which works perfectly.



When the programmers of Interplay's latest beat-'em-up sat down to do their stuff, they decided to do away with all the usual blood 'n' guts malarkey... settling instead for a plasticine punch-up! Street Fighter Who? Street Fighter Goo, that's who!

In the ancient rat-infested, damp-ridden 'Pit Of Doom™', the supreme warrior Rye-Eye Who hung his head low and sighed. 'We are doomed, fellow warriors,' he groaned. 'Our time has come. No longer are we to rule supreme over the rapidly-expanding beat-'em-up scene, as there is a newer, altogether squidgier opponent set to take our place'. And so, with a final confused glance at his brother Kim,



he left the cave... What with the world-wide success of Street Fighter II, a comical addition to the beat-'em-up genre was practically inevitable. Going head-to-head with a mate controlling any evenly-matched characters in a beat-'em-up game does

have its limitations, after all.

Sure, in any good beat-'em-up there are various moves and combos to be learned and mastered — but the better you become the duller many seem to get. But this is different.

For familiarity's sake, you're still faced with a choice of characters, each with their own individual moves and appearances. But that's where any similarity between this and other games in the arena ends.

Soft shoe shuffle

From the scary scarecrow-like Ichybod Clay, to Elvis-from-hell lookalike Blue Suede Goo, each character is presented in gloriously fluid 'claymation'. Bending and stretching in a vivid cartoon-type manner, these dudes were carefully sculpted then digitised for the game, and boy, does it show!

Larger than any other beat-'em-up sprites that have cowered before them (outside of the arcades), the eight off-the-wall fighting

masters in THIS game all have one other thing in common — they're hilarious!

It's not all fun and laughter, though, as even the weirdest Clayfighter in town packs a punch in the 'special moves' department (that's why they're always getting kicked out of Littlewoods of a Saturday afternoon).

Each of the fighters competes in front of his?... her?... its? own beautifully rendered backdrop, and the array of audio hi-jinx on offer is unsurpassed. Seemingly a sample for each occasion, your first couple of hours play will more than likely be from a prone position on the floor — the samples are that funny!

In a one-player game, the object is simple: beat all seven of the other Clayfighters, then a mirror-image of your own character, before going on to face the game's big boss character. Beat him, and crown yourself Clayfighter Champ — but lose, and you'll still end up laughing anyway! ■

POWER POINTS



The clearest, most hilarious sampled speech to be heard in ANY beat-'em-up game. Hey, watch the hair, man!



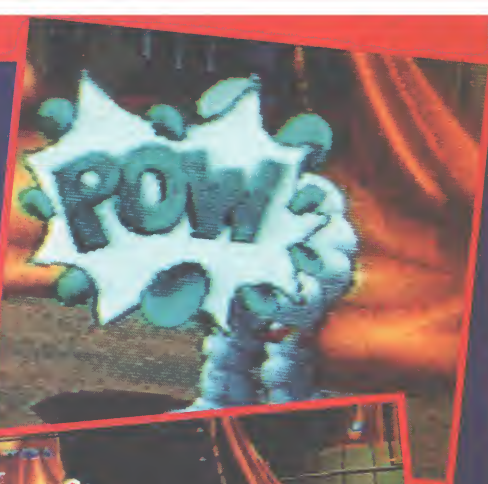
The biggest, bendiest, most colourful characters ever to rumble across the screen — and they're digitised!



A wide variety of easy-to-learn, tricky-to-master moves means you'll be playing till the cows have come home and then gone out again for pizza and a video!



The biggest, brashest beat-'em-up in the business — it'll have you howling with laughter while your opponent rolls in the aisles!

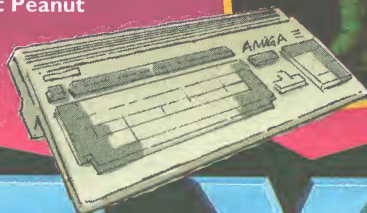


MR. NUTZ

Get ready to meet a squirrel that certainly doesn't hibernate! — It's Mr Nutz!

Since all the intergalactic holiday brochures seemed to agree that Peanut Planet was the most relaxing destination for any worn out vacationer, Mr Nutz decided to pack his bags and set off.

Even the bravest squirrel in the known universe needs to unwind once in a while, but what the glossy brochures failed to mention was the fact that Peanut Planet was originally cultivated as a gigantic food store by the deadly Chickens from Outer



Space!

Typically, the fierce race of space-dwelling chickens decide it's time to harvest their crop just as Mr Nutz arrives — and it's your job to ensure that the pesky poultry don't spoil our Squirrels stay.

Level headed...

With over 45 levels of manic platform action, set across four huge continents (Nature World, Underground World, Water World and the incredibly tricky Inca World), a hilarious romp awaits all who take up this nutty challenge.

With billions of baddies lurking around every corner, and a large dollop of puzzle solving thrown in to get the old grey matter working, platform fans can expect a lasting blast with this one.

If you don't want to be blue this summer make sure you go on holiday with Mr Nutz... It's a blast! ■



SNES SCREENSHOT



**MR. NUTZ
AMIGA**

IN-DEPTH

POWER POINTS



With the wackiest effects you're ever likely to hear, and a total of 13 toe-tappin' tunes to accompany the action, you'll be whistling away as you play!



One of the hippest characters in platform land to control, and levels that ooze atmosphere from every pixel. Stunning.



Easy to pick up — but damn near impossible to put down again! — even your mum will want a go!



Challenging, addictive and genuinely funny, this is one platform extravaganza that packs a punch in the puzzle department too!

TFX

When TFX first appeared on PC, even the most critical games players in the business were forced to sit up and take notice. There's a choice of three sophisticated fighter planes to control (the experimental European Fighter Aircraft, F-22 Superstar and F117a Stealth Fighter), all able to fly over THE most detailed landscapes ever seen within a flight sim.

Even better than the real thing

The programmers left no stone unturned when researching all the info they



Flight Sims have been around as long as home computers, and the finest example to date has got to be TFX. Come fly with us...

**TFX
AMIGA**



PC SCREENSHOT

needed to put this massive game together, but wisely they have not allowed realism to get in the way of gameplay. With three different modes of play to choose from (arcade-style shoot-'em-up, faithful flight sim and 3D aerial adventure), there's something for everyone here. And the five theatres of operation, coupled with the hundreds of missions, will ensure armchair fighter pilots months — if not years! — of heart-stopping, eye-popping entertainment. TFXcellent! ■

POWER POINTS



Realistic engine noises and powerful explosions bring the full force of tense aerial combat into your living room.



Just THE best 3D landscapes ever seen in a flight sim... with accurate enemy planes and true-life terrain to boot!

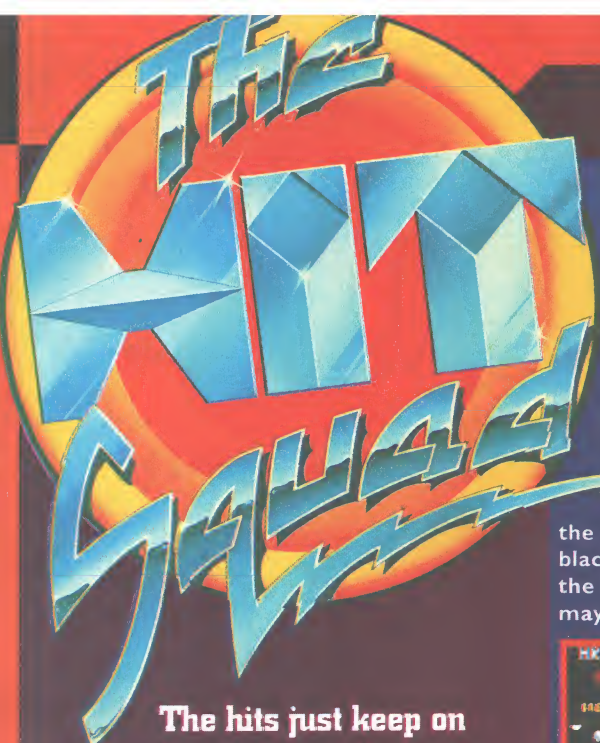


Just five minutes practice will be enough to get you going — and you'll be performing tooth-clenching barrel rolls before you know it.



More of a once-in-a-lifetime experience than a computer game — fans of the genre would be insane to miss it.





The hits just keep on coming from Ocean's budget publishing crew. Here are just a few of the highlights from the forthcoming release schedule...

DUNE

Format: Amiga/PC
Price: £12.99/£14.99
Due: April

Frank Herbert's most famous novel, *Dune*, originally appeared in the mid-1960s as two short stories — *Dune World* and *The Prophet of Dune*. The two were later combined into a single novel, which Herbert eventually followed up with no less than five sequels.

Unfortunately, however, things didn't stop there. Hollywood also decided to get involved, and the resulting motion picture was one of the most critically-savaged and incomprehensible ever to come from Tinseltown.

Luckily though, this cinematic disaster didn't stop the game developers from having a go at interpreting Herbert's masterpiece — and good thing too, as the game that resulted is easily good enough to wipe away the memories of Hollywood's disaster.

An absorbing and highly individual blend of strategy and adventure gaming, *Dune* casts its player as the book's hero Paul Atreides and sets him the deceptively complex task of producing spice for The Emperor Shaddam IV.

Of course, there's a good deal more to this than meets the eye, as Paul has to face up to the dual threat of enemy spice miners and natural enemies — most notably the *Dune* planet's huge sandworms, who don't take too kindly to the destruction of their natural environment.

Unlike the film which came before it, *Dune* the game is a fitting complement to the classic book — and a perfect choice for someone who is looking for an adventure game which dares to stray from the beaten track.

JIMMY WHITE'S WHIRLWIND SNOOKER

Format: Amiga/PC/ST
Price: £14.99
Due: April

Pot the red and spin back... for the yellow, green, brown, blue, pink and black. Remember *Snooker Loopy*? Well the boys from the Romford Matchroom may have produced one of the most



hopeless pop singles ever recorded, but at least one of them has shown that he has an eye for quality, as Jimmy 'Whirlwind' White lends his name to what still ranks as the finest baize and balls simulation ever to make it to any computer or console.

The graphics are simple and the control method is instinctive, but this only serves to disguise the fact that this



is just about as accurate a simulation of snooker as it's possible to produce.

Jimmy White's *Whirlwind Snooker* is the result of two year's hard programming by top coder Archer MacLean — and boy does this effort show. Everything you could possibly want from a *Snooker* sim is in here: all types of spin, variable strength of shot... you even have to chalk your cue!

As if all of this wasn't enough, the program also delivers a number of computer-controlled opponents (including Mr White himself), a full two-player mode and even a trick shot section to impress your friends with.

All in all, *Jimmy White's Whirlwind Snooker* looks set to keep its place at the top of the snooker simulation rankings for some time to come.

LURE OF THE TEMPTRESS

Format: Amiga/PC/ST
Price: £14.99
Due: March



For far too many years, the US-based game designers at Sierra On-Line and LucasArts had things all their own way in the field of graphic adventure gaming — by producing a range of games as varied as the *Leisure Suit Larry* and *Indiana Jones* series, they managed to keep the field to themselves.

Then along came Revolution Software — and suddenly the playing field changed.

Based in the north of England, Revolution burst onto the graphic adventure scene with this game — which made use of its all-new 'Virtual Theatre' system — and instantly lived up to its name by revolutionising the way that people looked at the graphic adventure.

The idea behind *Virtual Theatre* is that each game contains a 'cast' of characters, who continue to interact with one another — even when they are 'behind the scenes'. This means that the game and the plot can both progress happily, no matter whether or not the player is driving things along with his or her actions.

While this VT system could have turned out to be just another failed experiment, it actually developed into an integral part of what makes *Lure* such an enduring classic — and also serves to set it apart from every other graphic adventure ever developed.

Best of all though, *Lure* can hold its head up with the best of the US graphic adventures by virtue of the strength of its plot. Game designers often use all manner of technical expertise and graphical niceties in vain attempts to hide a weak storyline; no such effort was needed here.

Lure of the Temptress is a compelling mediaeval fantasy, which will be remembered as much for its gripping storyline as for its historical importance. Definitely a must for any adventure gamer's collection.



MI G-29 SUPER FULCRUM

Format: Amiga/PC
Price: £14.99
Due: March

While most flight simulation programs concentrate on one or another of the US Air Force's 'F-birds' (the F-16, F-15 or F-29 are three common examples), MiG-29 Super Fulcrum opts instead for the lesser explored cockpit of one of Russia's finest ever aircraft.

The 'Super' of the title refers to the fact that this is a sequel to the original MiG-29 Fulcrum. Unusually though, this sequel wasn't just churned out to cash in on the original's popularity — instead it was produced because, in the time that it took



the sim's developer, Simis, to produce the original program, the Soviet air force had actually developed an even more advanced version of the plane.

Now, however, the cold war is well and truly over, and MiG-29 Super Fulcrum takes this into account in its design. The plot sees the MiG take its place in a crack UN drug-busting force and it is set to task in the skies above South America. The missions follow a logical flow — first the drug runners' supply lines must be cut, then their air bases destroyed and so on.

The result is a thoroughly enjoyable and engrossing package, which gets tougher and more involved as the plot progresses.

Technically, the program matches up to the plot — the range of options allows the



player to customise things to a great degree (choosing either graphical detail or faster gameplay for example).

MiG-29 Super Fulcrum doesn't just offer the keen flight sim enthusiast a chance to experience the delights of an exotic and unusual fighter plane, it's also a fine flight simulation program in its own right. A must for flight 'n' fight fans.

SIM CITY CLASSIC

Format: Amiga/PC
Price: £14.99
Due: March

You can pretty much 'Sim' anything these days, thanks to the host of artificial life and 'god games' on the market. However, the one that set the wheels in motion, and put the name of US-based developer Maxis firmly on the map, has to be the one and only Sim City.

If you aren't familiar with the basics of this one by now, then you must have been living in someone else's Sim City for the past four years — because this has become one of the most instantly recognisable games ever to make it to any computer.

But just in case you've managed to miss it, here they are...

Starting off with a virgin stretch of land, your task is to design, build and manage the city of your dreams. Plot residential, industrial and commercial zones, lay down roads and railways, give your Sim Citizens a good level of policing and education (or not, depending on your particular bent) and face all of the trials and tribulations of any real-life urban administrator.

Just like the original Sim City, this classic version features all kinds of disasters to test your wits — including fires, earthquakes and floods — as well as eight different city scenarios which will test your leadership qualities. Once you've made your decisions and juggled your day-to-day budgets, you can then check out the opinion polls to follow your progress.

Unlike the original game though, this Classic edition also contains an add-on terrain editor, which allows the user to create landscapes; adding trees, hills and waterfalls in an effort to build an idyllic setting for your dream city.

With the same user interface as the original, Sim City Classic is fun, notoriously addictive and probably the best introduction to 'the sims' that you're ever likely to get.

WING COMMANDER

Format: Amiga
Price: £14.99
Due: March

It's 2654AD, and the Terran Federation has been struggling for 20 years against the might of the evil Kilrathi empire. Millions have given their lives in this brutal conflict. Now it seems that the end is near. The reason? One man is about to tip the balance in favour of the Terran Federation. That man is... the Wing Commander.

The original (and, to some, still the best) 'space opera', Wing Commander is essentially a 3D combat simulator set in deep space. What sets this one apart from just about every other game of this type though, is that all of the combat scenes are held together by a series of inter-combat animations, which eventually build the whole package into almost a complete movie of its own.

The plot sees the player take the part of an ace in the Terran Federation's crack fighter squad. However, rather than just allowing the new pilot loose against the worst of the enemy forces, Wing Commander actually sends him into battle with the aid of two



computerised 'wingmen', who follow and protect every step of the way.

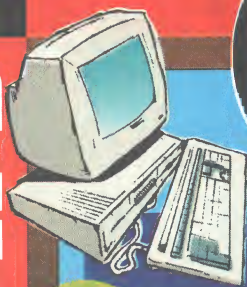
This is typical of the thought and innovation which has gone into the design of Wing Commander — and the reason that it is still held in such high regard, despite the fact that it's been around for some time and spawned more than one imitator in its time.

With an unusual and complex craft to learn, more than 30 different missions to complete and a whole 'movie' waiting to be discovered, Wing Commander is a real treat. Don't miss it.

Coming Soon

And here are some of the highlights from the Hit Squad range for the months to come...

Abrams Battle Tank	PC	£12.99	May
Archer MacLean's Pool	Amiga/ST	£12.99	June
European Football Champions	Amiga/ST	£12.99	June
The Games	Amiga/PC/ST	£12.99	May
Hardball 3	PC	£12.99	May
Harpoon v1.21	Amiga/PC	£14.99	May
Realms	Amiga/PC/ST	£12.99/£14.99	June
Road Rash	Amiga	£12.99	May
Test Drive 3	PC	£14.99	June



TFX

Get tactical with TFX

Feeling a little bit vulnerable? Then this is just the tip for you. To make yourself immune to the unwanted attentions of enemy armaments, hold down the right-hand shift key and type 'plop' – voilà! Instant invulnerability.

Also, should you feel like dispensing with the chore of actually completing your training, simply hit Ctrl and Enter when you've entered your call sign (rather than just Enter). However, without training, you may find yourself in even greater need of that first cheat.



THE ADDAMS FAMILY



Keep it in the family

Need some help in rescuing the various members of the kookie and spooky family? Well maybe these level codes will be just the Thing (groan!).



Level 2 - 91R18
Level 3 - R1R1G
Level 3 - R99K&
Level 8 - BLJ12

The best tips for the best games – and that's official! We're wrapping up this issue of OCEAN POWER with a collection of hints and tips for some of Ocean's most popular games...



JURASSIC PARK

The following is a basic, step-by-step guide to completing Jurassic Park on the Super Nintendo. Of course, it looks very easy on paper, but once you're out there in the park...

1. Turn on the generator on the ground floor of the Nublar Utility Shed.
2. Get Nedry's ID card from the ground floor of the Beach Utility Shed.
3. Get Hammond's ID card from the roof of the Visitor's Centre.
4. Boot up the computer from the terminal on the first floor of the Visitor's Centre.
5. Get the battery from the ground floor of the Raptor Pen.
6. Get Malcolm's ID card from the upper level of the Raptor Pen.
7. Get Muldoon's ID card from the Raptor Pen, sub-level one.
8. Get Gerrero's ID card from the Nublar Utility Shed sub-level.
9. Get the battery from the Beach Utility Shed sub-level.
10. Get Arnold's ID card from sub-level one of the Beach Utility Shed.
11. Get the battery from sub-level one in the Visitor's Centre.
12. Get Grant's ID card from the ground floor of the Visitor's Centre.
13. Get the battery from the ground floor of the ship.
14. Get Wu's ID card from sub-level one in the ship.
15. Push the crate found in sub-level two of the Raptor Pen.
16. Get security level one from floor one of the Visitor's Centre.
17. Get security level two from sub-level three in the ship.
18. Destroy all of the remaining dinosaurs on the ship.
19. Get the nerve gas bomb from the North Utility Shed.
20. Put the gas bomb next to the eggs in the Raptors' Nest.
21. Radio for help using the terminal in sub-level four of the ship.
22. Collect any remaining eggs.
23. Go to the heli-pad, where a helicopter is waiting to whisk you to safety.

SUPER XS

For a complete map of the SNES Jurassic Park landscape, check out Issue 5 of Super XS magazine – Britain's only 100 per cent Nintendo tips guide.

And for those of you struggling with the advanced Amiga version, here are some level skipping codes...

B5A48352
D5F4AB62
E5C4B37A
95849342
85849342
4754EB3A
8584935A

B584935A
85949B4A
95949B4A
E54C67AA
F54C6FAA
C57C77B2
D56C7FBA

A51C4782



Watch out for the next issue of

ocean POWER

coming your way in Sept '94...

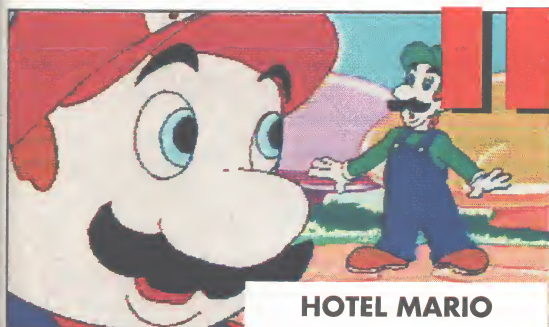
If you don't get a copy...

...we won't feed the cat.



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HOTEL MARIO

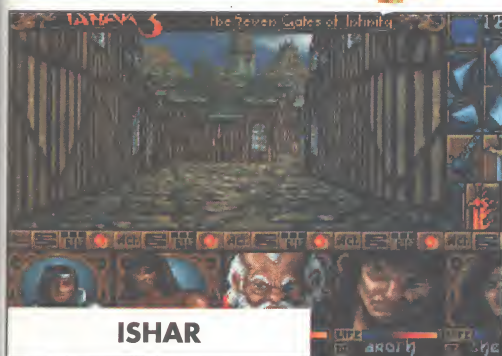


SKELETON CREW

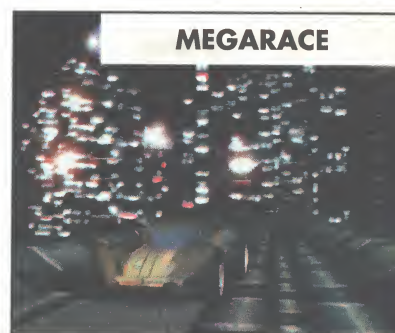
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